



Recap: Getting Ready For Real Time

Steps To Remember

- Model cleanly, with no holes.
- Convert all materials to standard. Use normal maps for bump.
Download the Nvidia Normal Map Filter for Photoshop if necessary.
- Make sure all your normals are facing in the right direction.
- After all your materials are mapped properly, create an extra map channel with (channel 2) with no overlapping UVs.
- Export to .fbx using the recommended settings.